

***NORTHROP GRUMMAN***  
*Mission Systems*

Feb 4, 2004

# New C2PC 6.0 Mission Apps Functionality

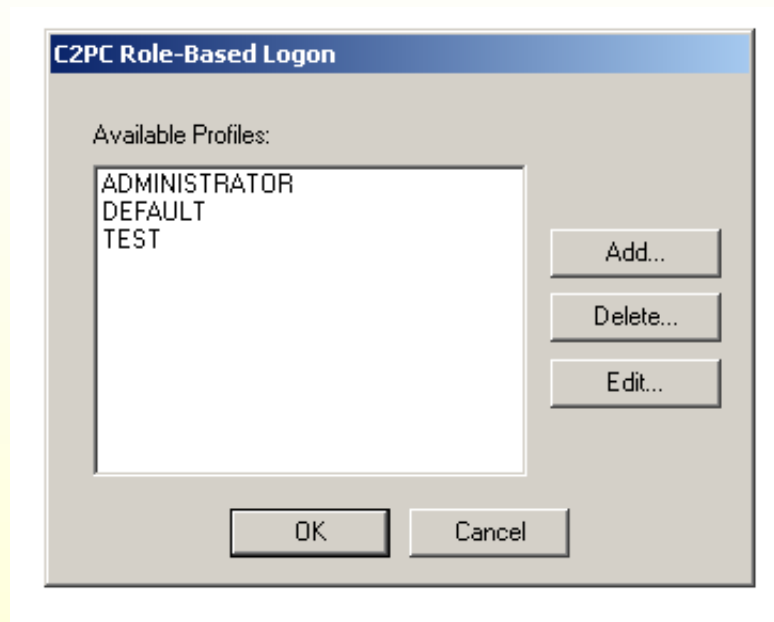
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(Mission Apps Area Lead)

## New C2PC 6.0 Mission Apps Functionality

- **Role-Based Login**
- **Alerts Software Development Kit (SDK)**
- **Overlay Alerts**
  - **Boundary Crossed Alerts**
  - **Time Alerts**
- **Military Operations Other Than War (MOOTW) Symbolology**
- **New MIL-STD-2525B Tactical Graphics**
- **Registered Image/ Image Transparency**
- **Import/Export Overlays with new GCCS 4.X Systems**
- **Importing Local 4.X Overlay Files**
- **Expand/Collapse All Overlay Folders**
- **Overlays Software Development Kit (SDK)**

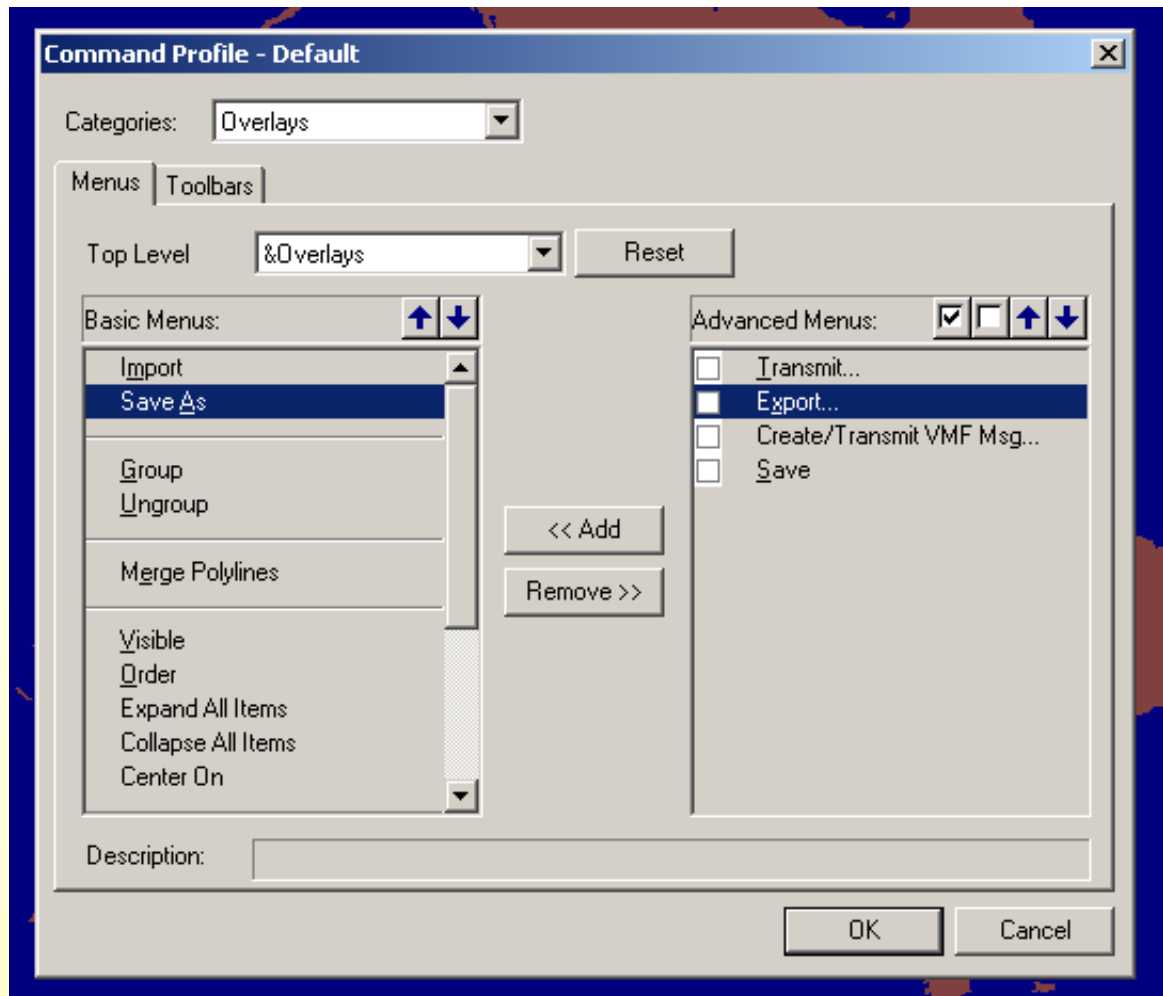


## Role-Based Login



- **Allows Different Users to customize menu options and Save Settings**

## Command Profile Settings



Each Profile allows menu options to be turned on or off

## Alerts Service Functionality

- Priority-based service.
- Allows operator to quickly determine highest priority alert that has been received
- Customizable (operator can change behavior)
- Extensible (new alert classes may be added via Alerts SDK)
- Visual Alerts and Audible Alerts

## **Alerts Software Development Kit (SDK) Capabilities**

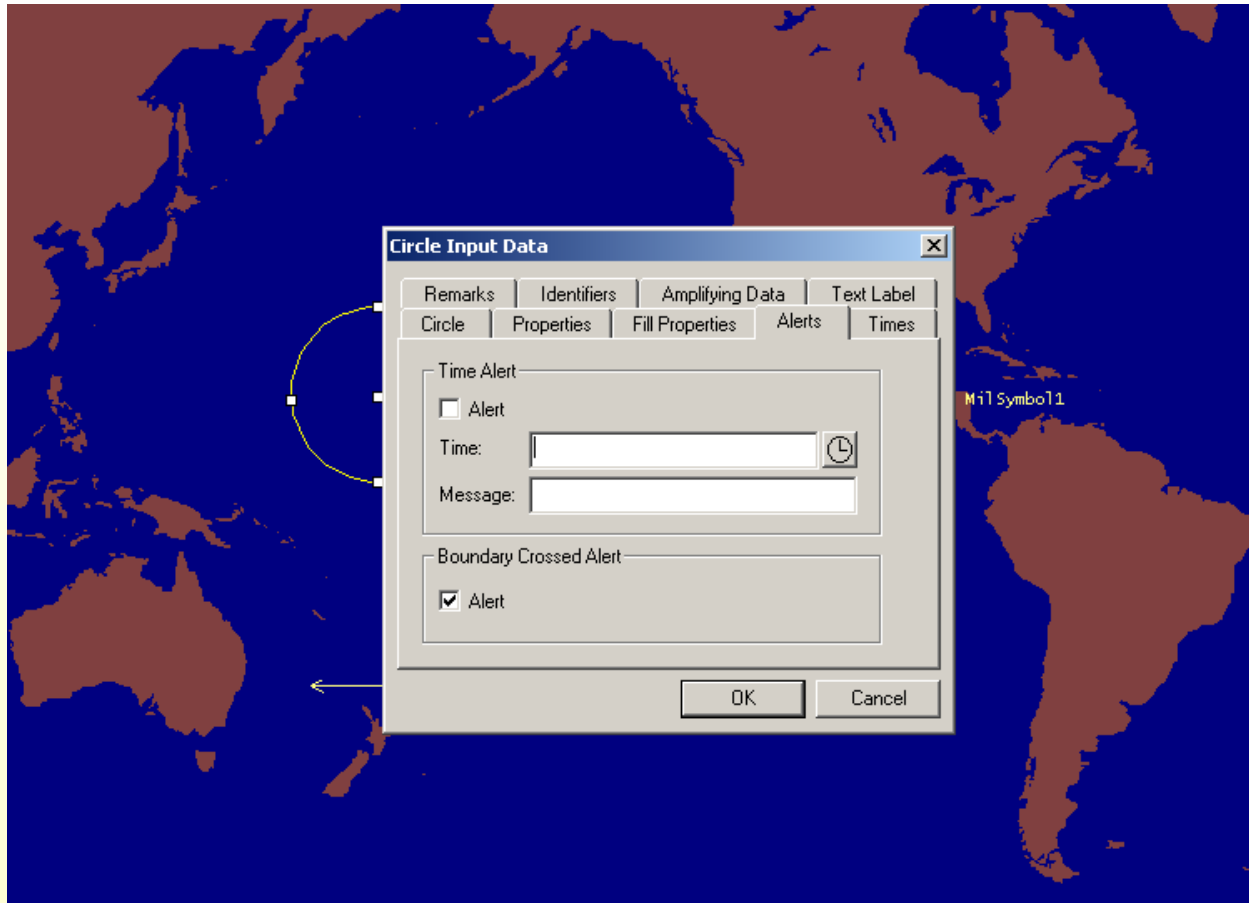
- Allows application to add new Alert Classes and set default characteristics (priority, audio sound, icon, etc.)
- Can issue alerts to operator
- Can receive notifications when alerts have been received
- Can receive notifications when alerts have been acknowledged

## Overlay Alerts

- **2 Types of Overlay Alerts**
  - **Boundary Crossed Alerts**
  - **Time Alerts**
- **Boundary Crossed Alerts**
  - **Closed Overlay Objects (Circle, Rectangle, etc.) support Boundary Alerts.**
  - **When a track enters the object an alert will be sent.**
- **Time Alerts**
  - **All Overlay Objects support Time Alerts.**
  - **When set time passes an alert is sent.**

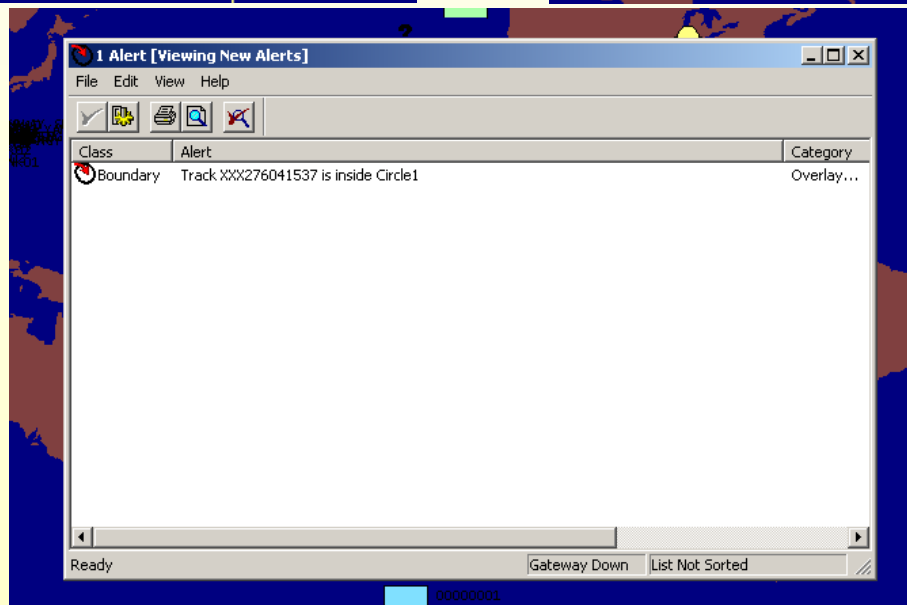
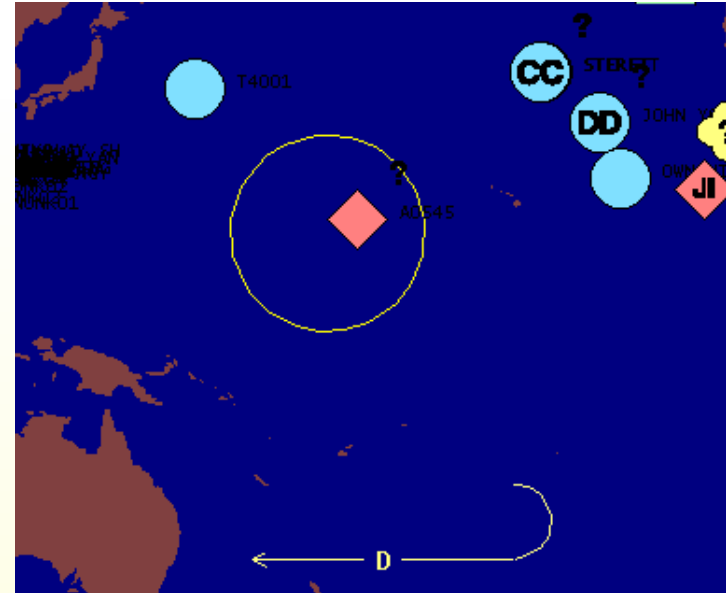


## Boundary Alerts

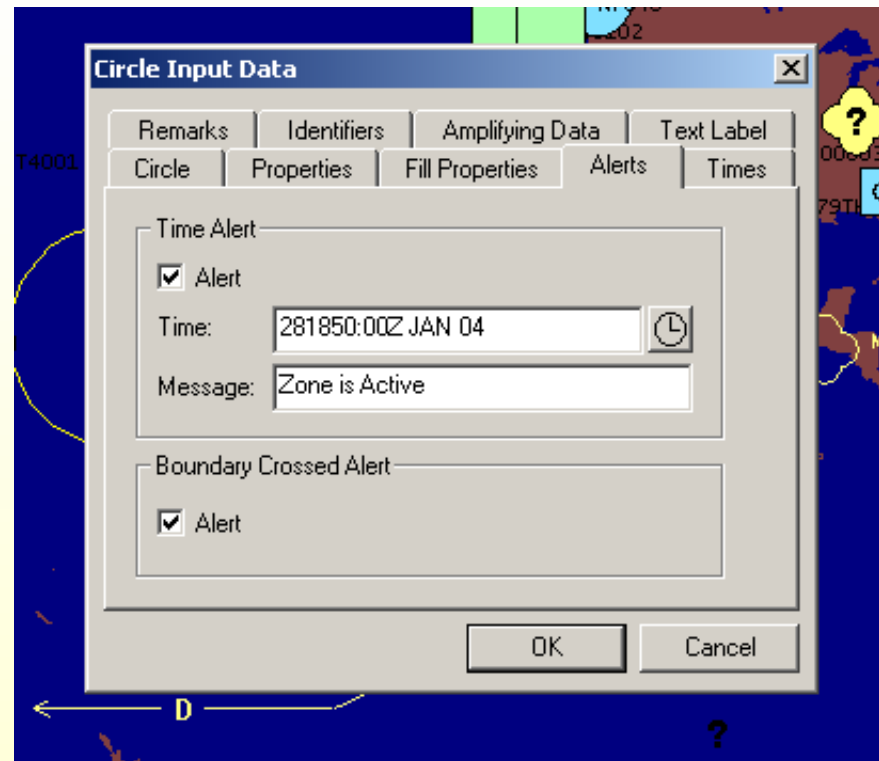


Checking box will cause an alert to be sent whenever a track enters the object





## Time Alerts



The screenshot shows a 'Circle Input Data' dialog box with a close button (X) in the top right corner. The dialog has two rows of tabs. The first row contains 'Remarks', 'Identifiers', 'Amplifying Data', and 'Text Label'. The second row contains 'Circle', 'Properties', 'Fill Properties', 'Alerts', and 'Times'. The 'Alerts' tab is currently selected. Inside the dialog, there are two sections. The first section is titled 'Time Alert' and contains a checked checkbox labeled 'Alert', a 'Time' field with the value '281850:00Z JAN 04' and a clock icon, and a 'Message' field with the text 'Zone is Active'. The second section is titled 'Boundary Crossed Alert' and contains a checked checkbox labeled 'Alert'. At the bottom of the dialog are 'OK' and 'Cancel' buttons. The background of the slide shows a map with a yellow circle and a question mark, and a blue arrow labeled 'D' pointing left.

**Circle Input Data**

Remarks Identifiers Amplifying Data Text Label

Circle Properties Fill Properties Alerts Times

Time Alert

☒ Alert

Time: 281850:00Z JAN 04

Message: Zone is Active

Boundary Crossed Alert

☒ Alert

OK Cancel

## Time Alerts



# MOOTW Symbols






# MOOTW Symbology tab

**MOOTW Symbol Input Data**

Symbology | Display | Location | Alerts | Times | Remarks | Identifiers | Amplifying Data

Preview



Mil2525 Code: OHVPB.....

Affiliation: HOSTILE

Size: NULL

Function Id: BOMB/BOMBING

URN: 12345

Staff Comments: COMMENT

C2 HQ:


Evaluation Rating: A3

Combat Effectiveness:

IFF/SIF:

Unique Designation: 34567

Palette



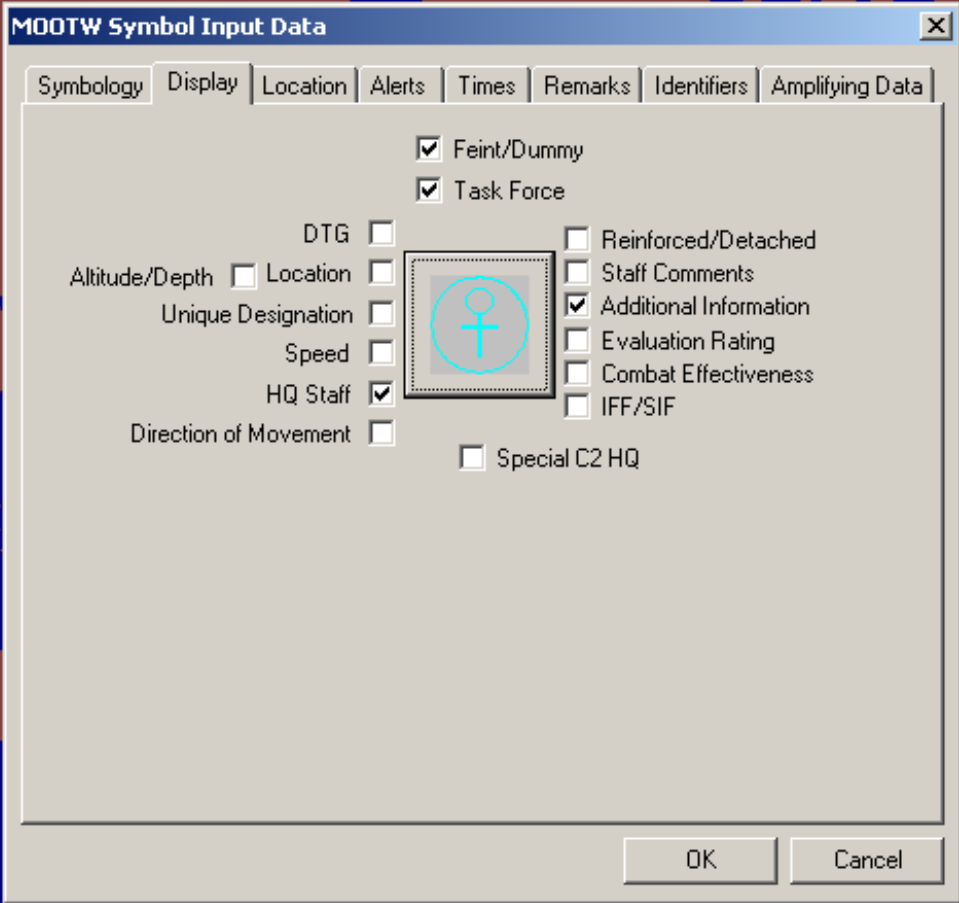
☐ Reinforced

☐ Detached

Symbol Size: Huge

OK Cancel

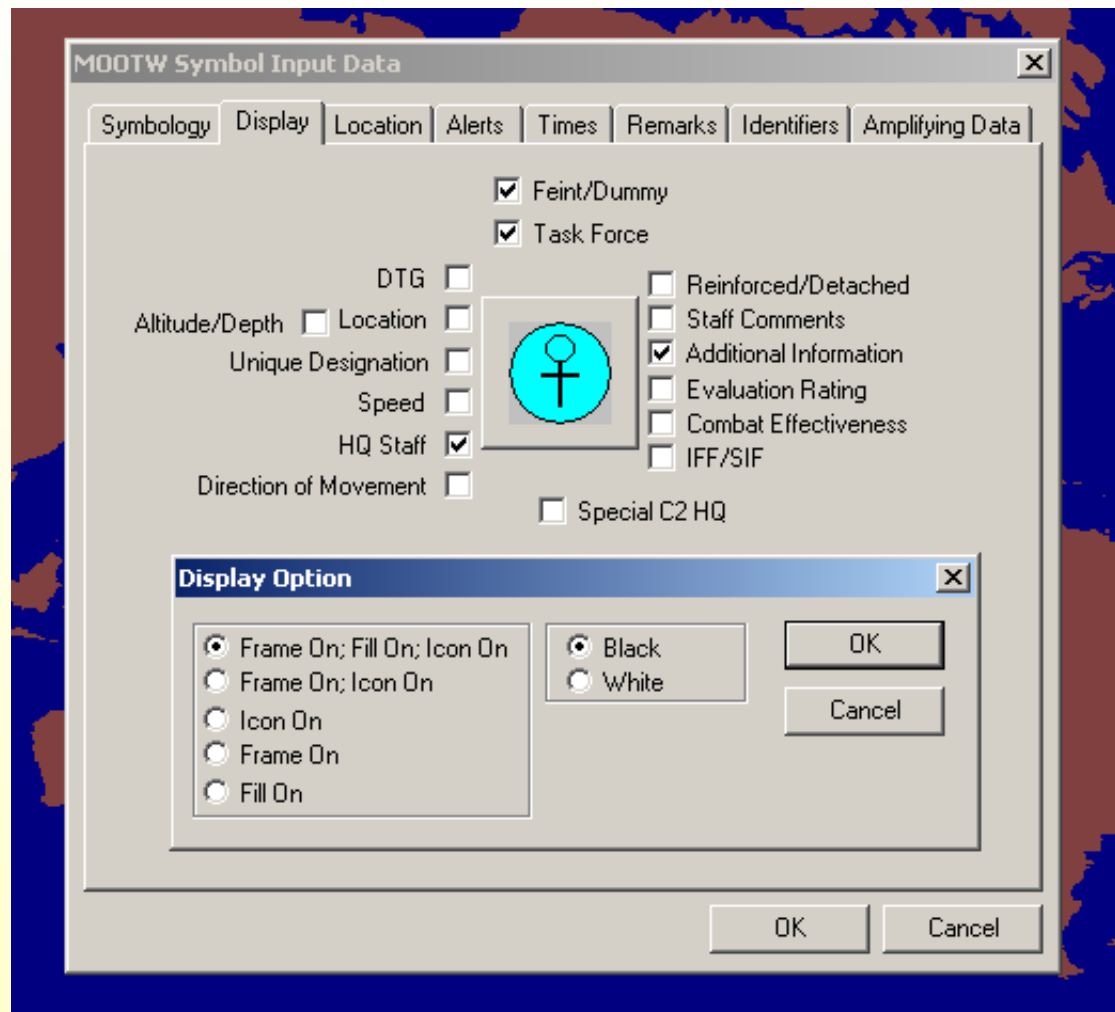
## MOOTW Display tab



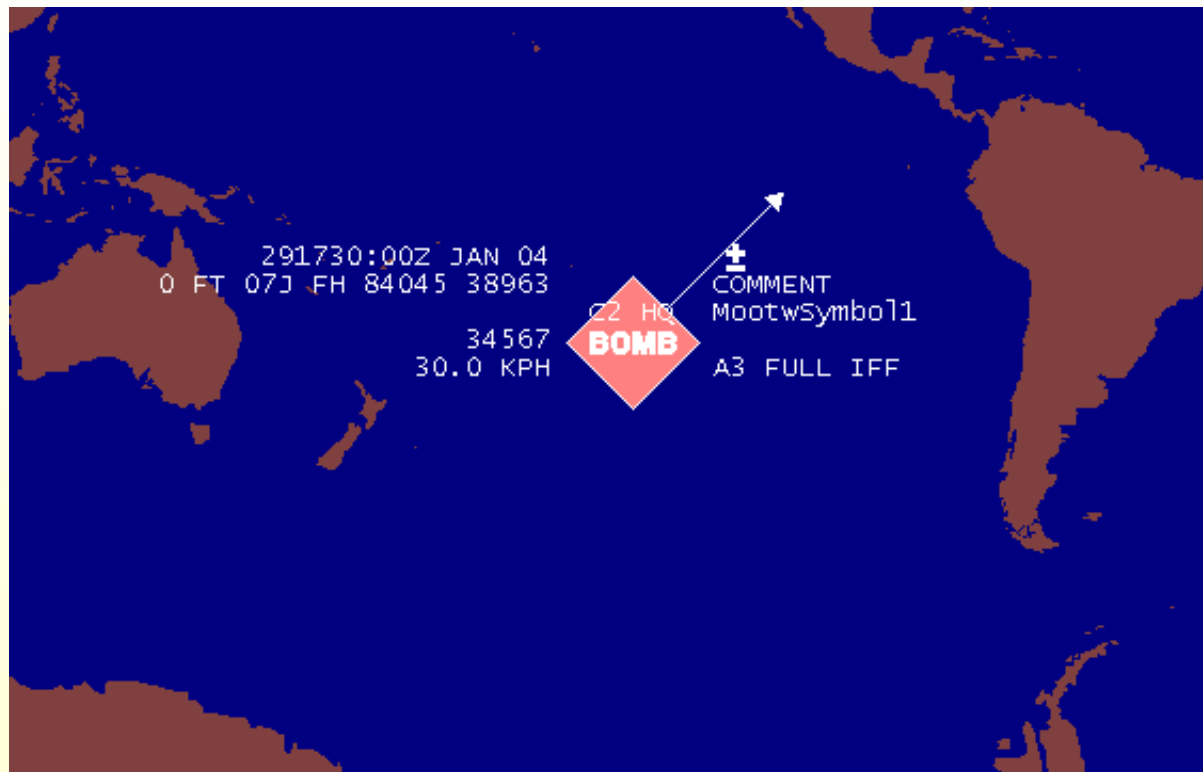
The image shows a software dialog box titled "MOOTW Symbol Input Data" with a close button (X) in the top right corner. The dialog has several tabs: "Symbology", "Display", "Location", "Alerts", "Times", "Remarks", "Identifiers", and "Amplifying Data". The "Display" tab is currently selected. Inside the dialog, there are various checkboxes and a central symbol selection area. The checkboxes are arranged in two columns. The central area contains a square button with a circular symbol inside, which is currently highlighted with a dashed border. At the bottom right of the dialog are "OK" and "Cancel" buttons.

Field	Value
Feint/Dummy	<input checked="" type="checkbox"/>
Task Force	<input checked="" type="checkbox"/>
DTG	<input type="checkbox"/>
Altitude/Depth	<input type="checkbox"/>
Location	<input type="checkbox"/>
Unique Designation	<input type="checkbox"/>
Speed	<input type="checkbox"/>
HQ Staff	<input checked="" type="checkbox"/>
Direction of Movement	<input type="checkbox"/>
Reinforced/Detached	<input type="checkbox"/>
Staff Comments	<input type="checkbox"/>
Additional Information	<input checked="" type="checkbox"/>
Evaluation Rating	<input type="checkbox"/>
Combat Effectiveness	<input type="checkbox"/>
IFF/SIF	<input type="checkbox"/>
Special C2 HQ	<input type="checkbox"/>

# MOOTW Display tab

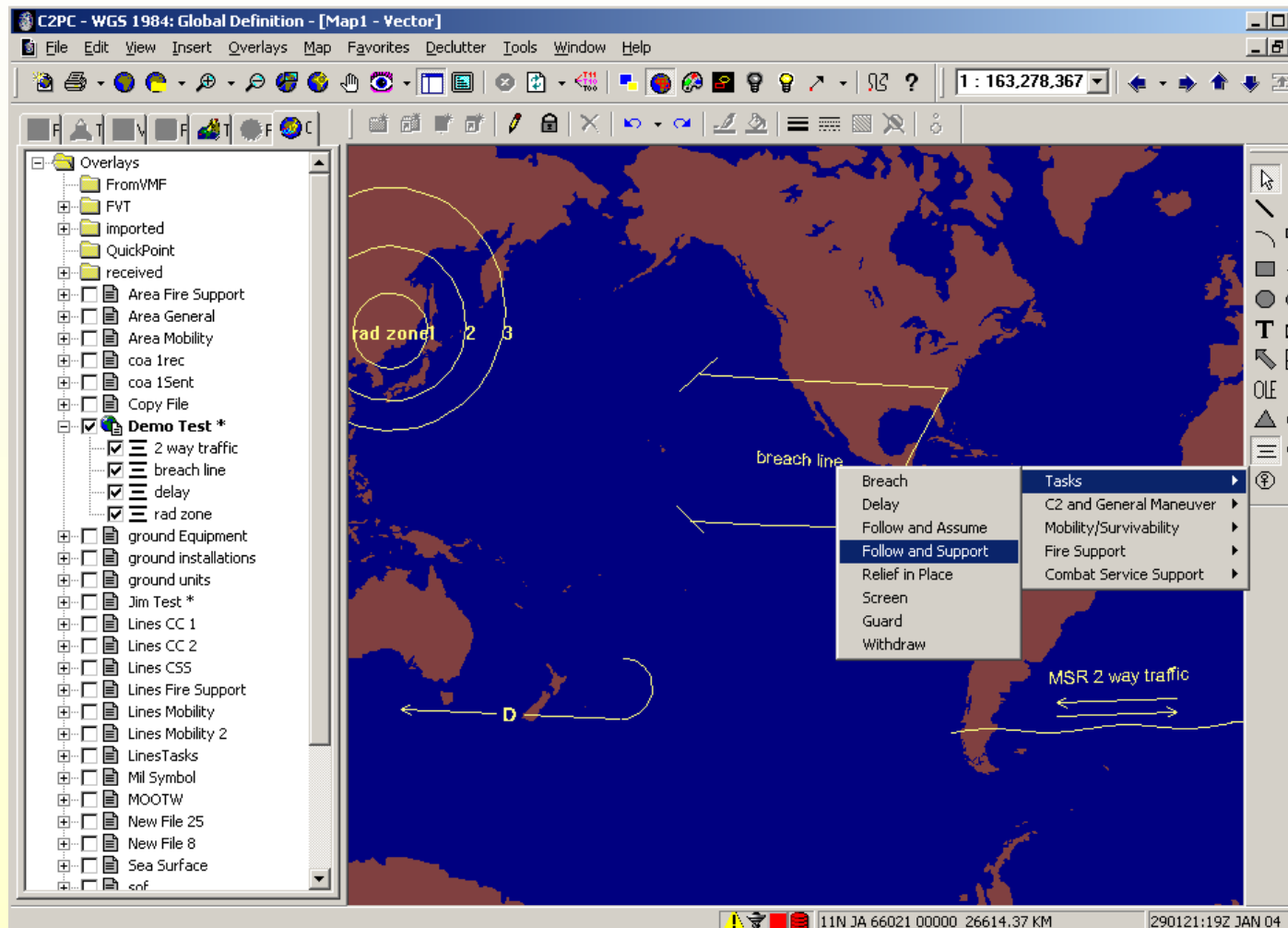


# MOOTW Symbols

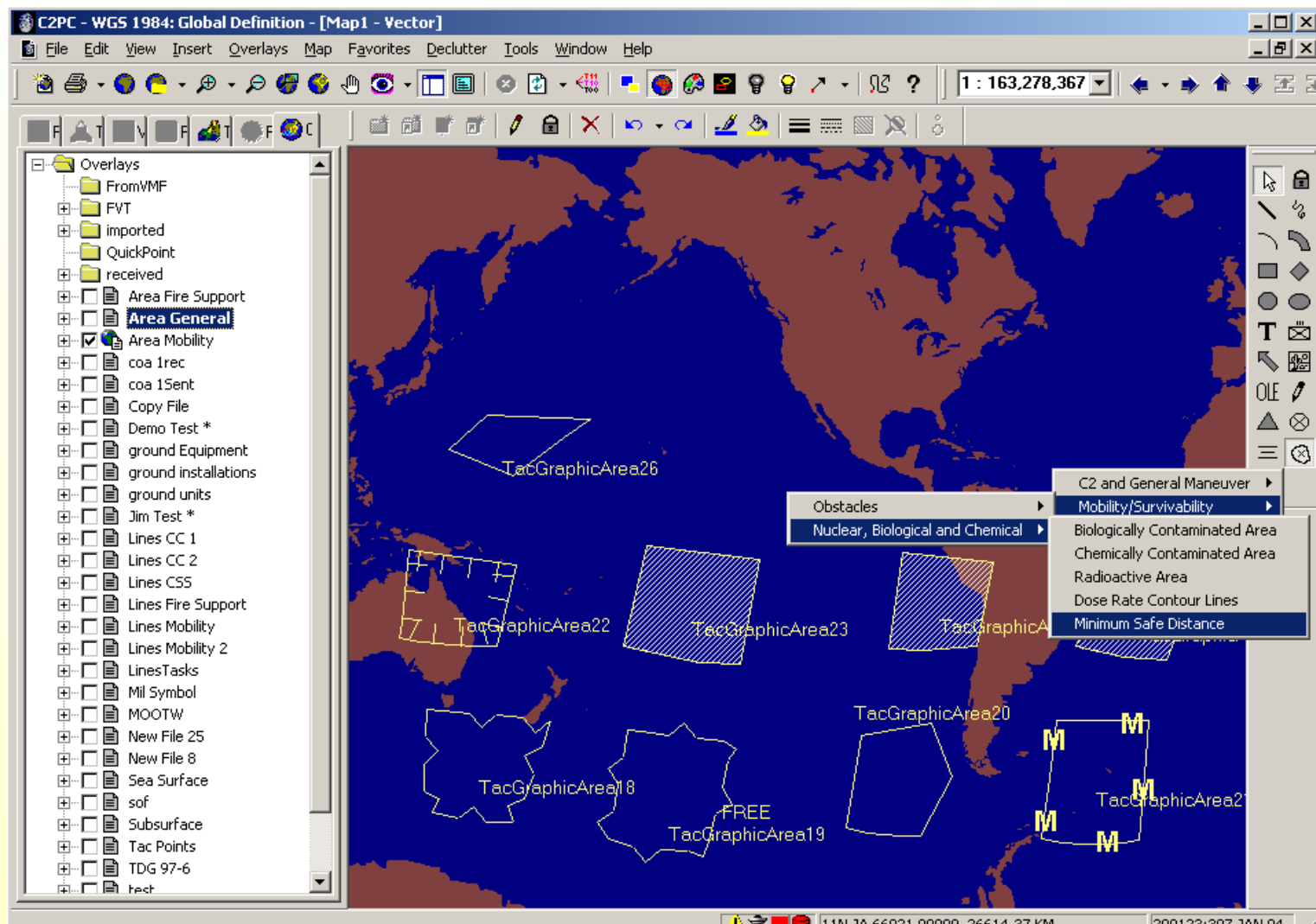




# MIL-STD-2525B Tactical Lines



# MIL-STD-2525B Tactical Areas

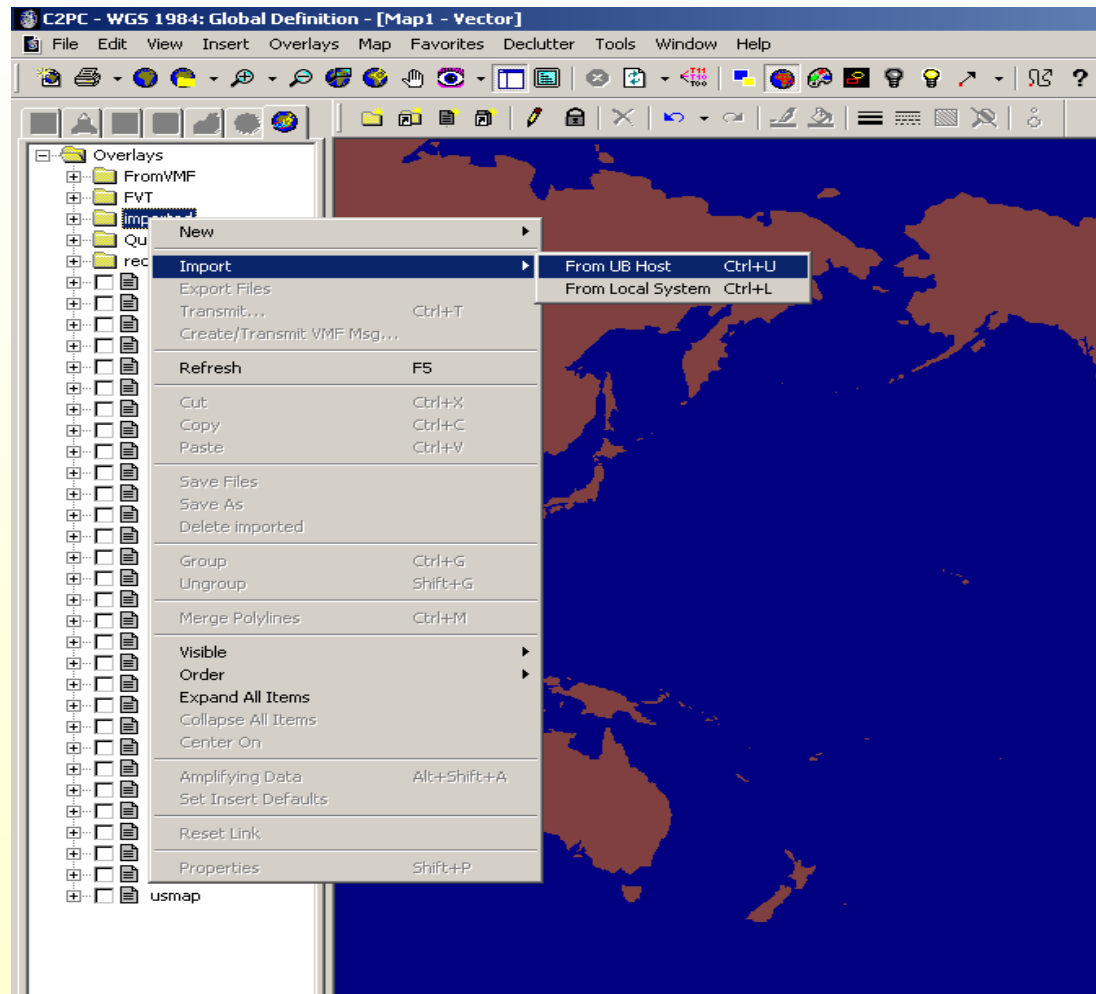


## Registered Image / Image Transparency



Registered Images scale with the map.  
Users can also change level of Image Transparency

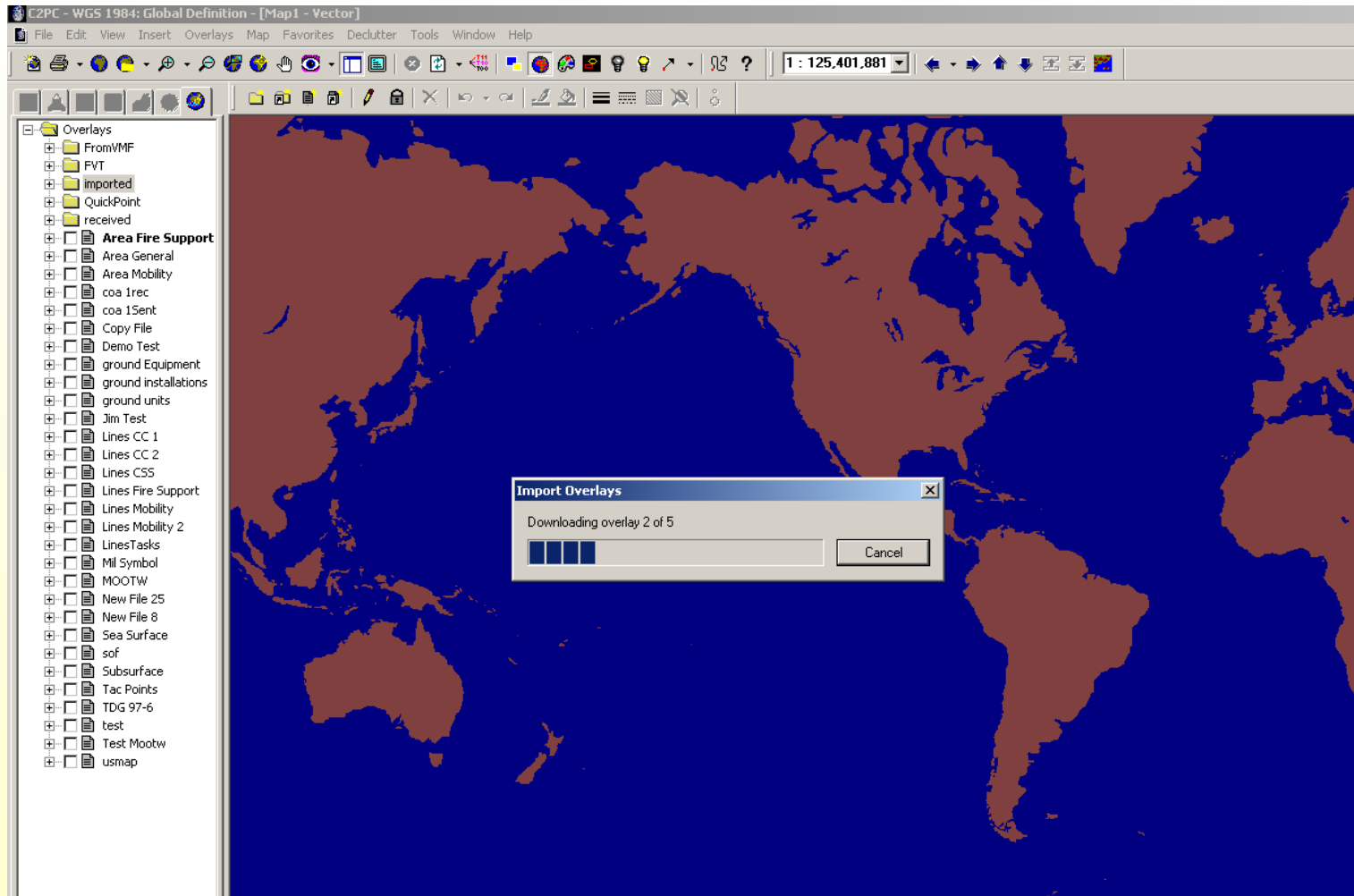
## Import/Export GCCS 4.X Overlays



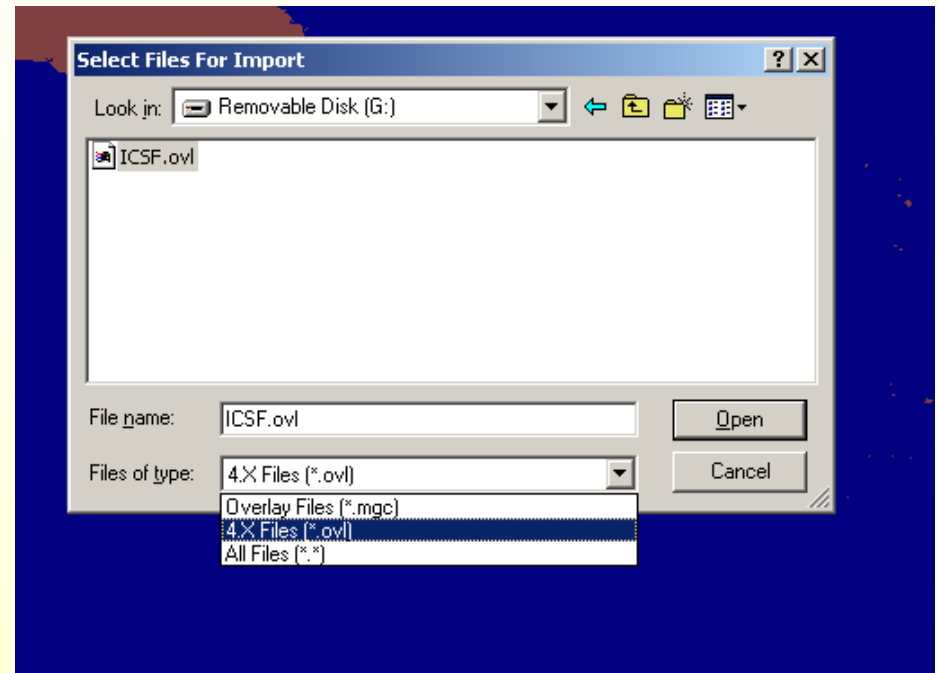
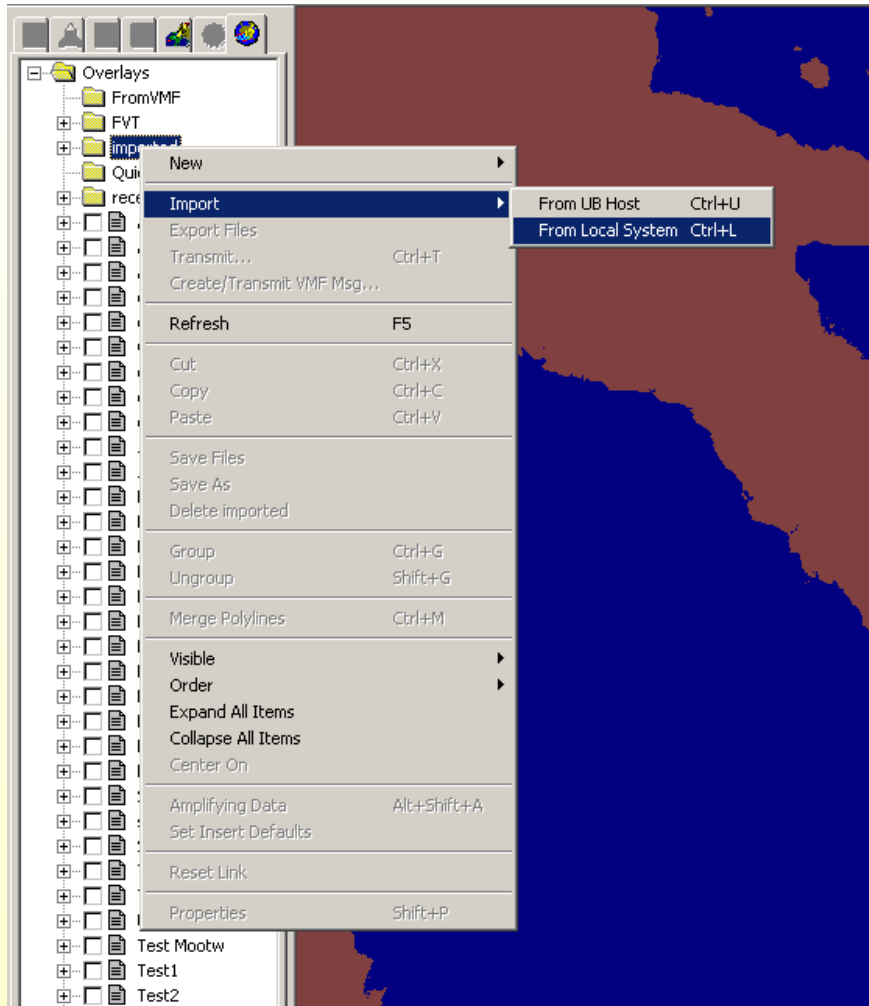
Importing Overlays From 4.X System



## Importing from 4.X System

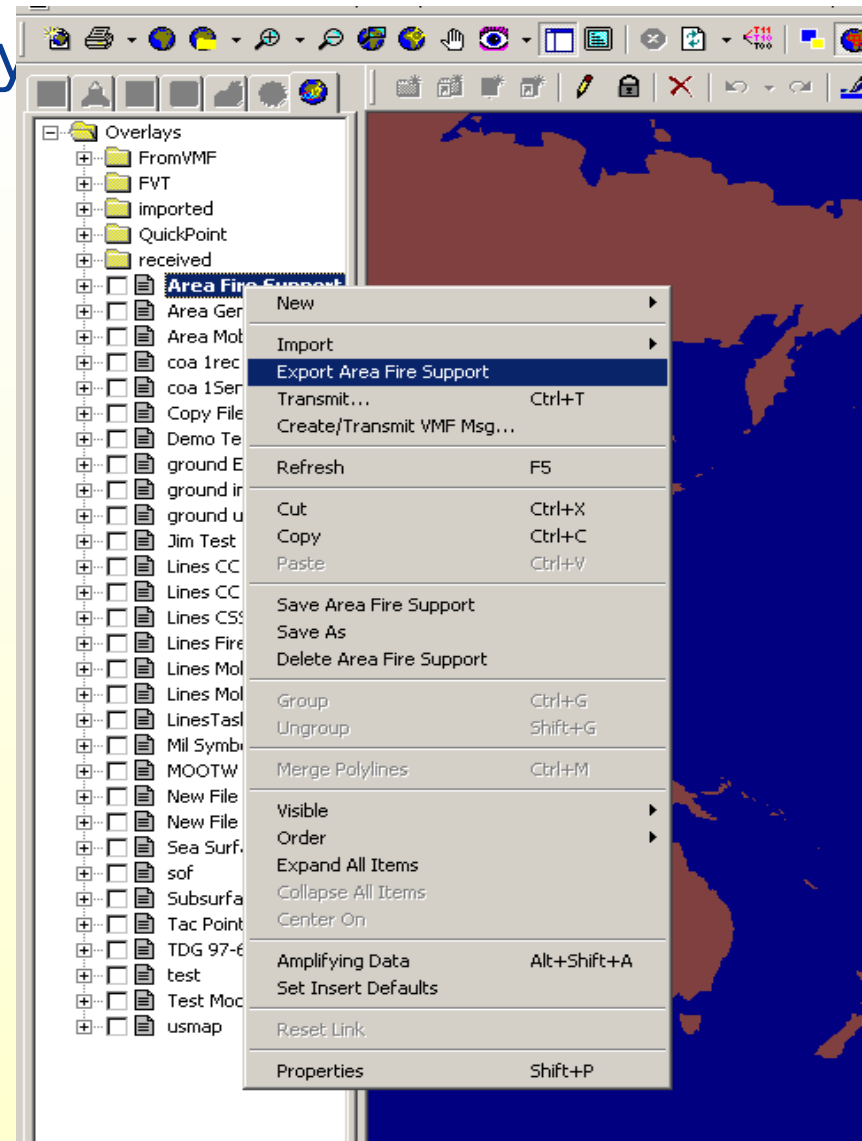


# Importing Local 4.x XML Overlays

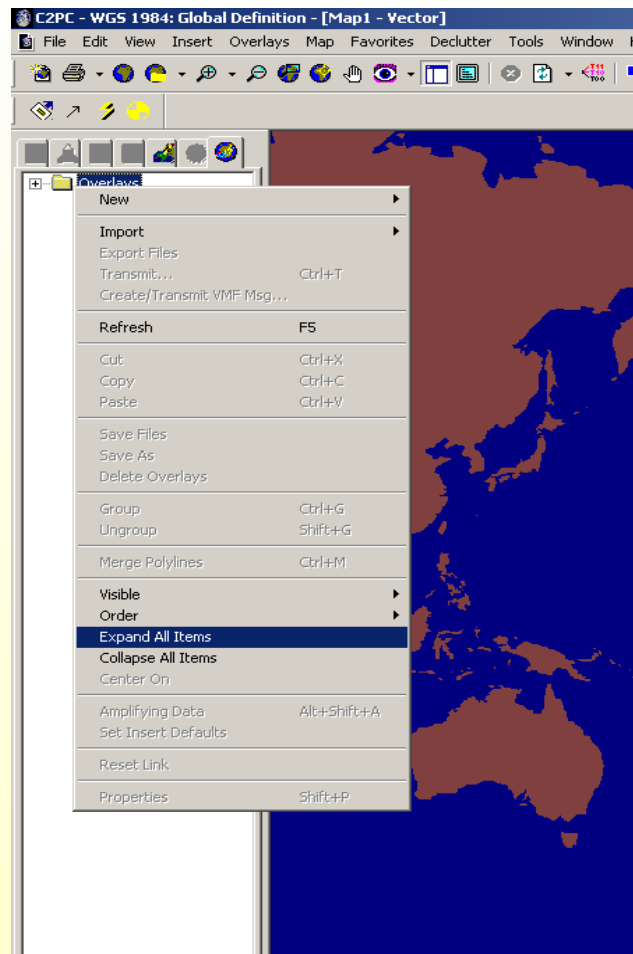


Can import both .mgc (C2PC) and .ovl (GCCS 4X) Overlay files

## Exporting Overlays to 4.X Sys



# Expand/Collapse All Folders





## Overlays SDK Functionality

- **Create, rename, and delete Overlay Folders**
- **Create, rename, and delete Overlays**
- **Enumerate Overlays in a Folder**
- **Enumerate Graphic objects in an Overlay**
- **Create, modify, and delete Graphic Objects in an Overlay**
- **Receive notification when an overlay or folder has been added or modified**

# Questions?